VOICE ENHANCED!!

ATTACK OF THE TIMELORD!

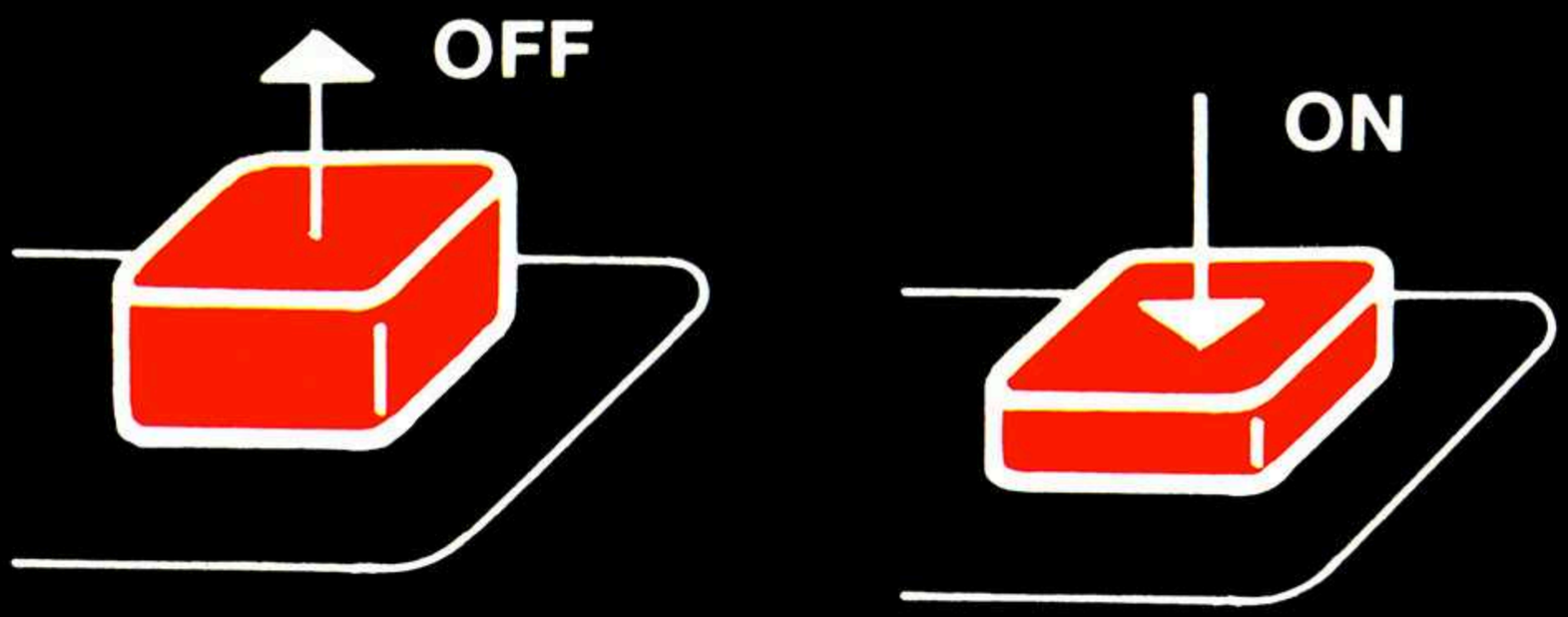
Four different kinds of weapons assault you simultaneously!
256 different challenge levels! Millions of strategic combinations!

OFFICIAL RULES

ODYSSEY²

IMPORTANT!

Always be sure that the power to your Odyssey² console is turned off before inserting a game cartridge. This protects the electronic components and extends the life of the unit.



TO BEGIN:

1 Insert the cartridge into the slot of the Odyssey² console or into The Voice of Odyssey with the label side facing the alpha-numeric keyboard.

2 Turn on the power by pressing the power button of the console. SELECT GAME will appear on your TV screen. If it does not, press the RESET key on the alpha-numeric keyboard.

The Voice enhances this game with the Timelord's taunts, threats, orders, predictions and reluctant compliments for high scores.

On-screen colors may vary according to individual TV's color adjustments.

Copyright ©1982 North American Philips Consumer Electronics Corp.
Odyssey is a trademark of the Magnavox Company.
Software Copyright ©1982 E. Averett.

ATTACK OF THE TIMELORD!

(1 or more players)

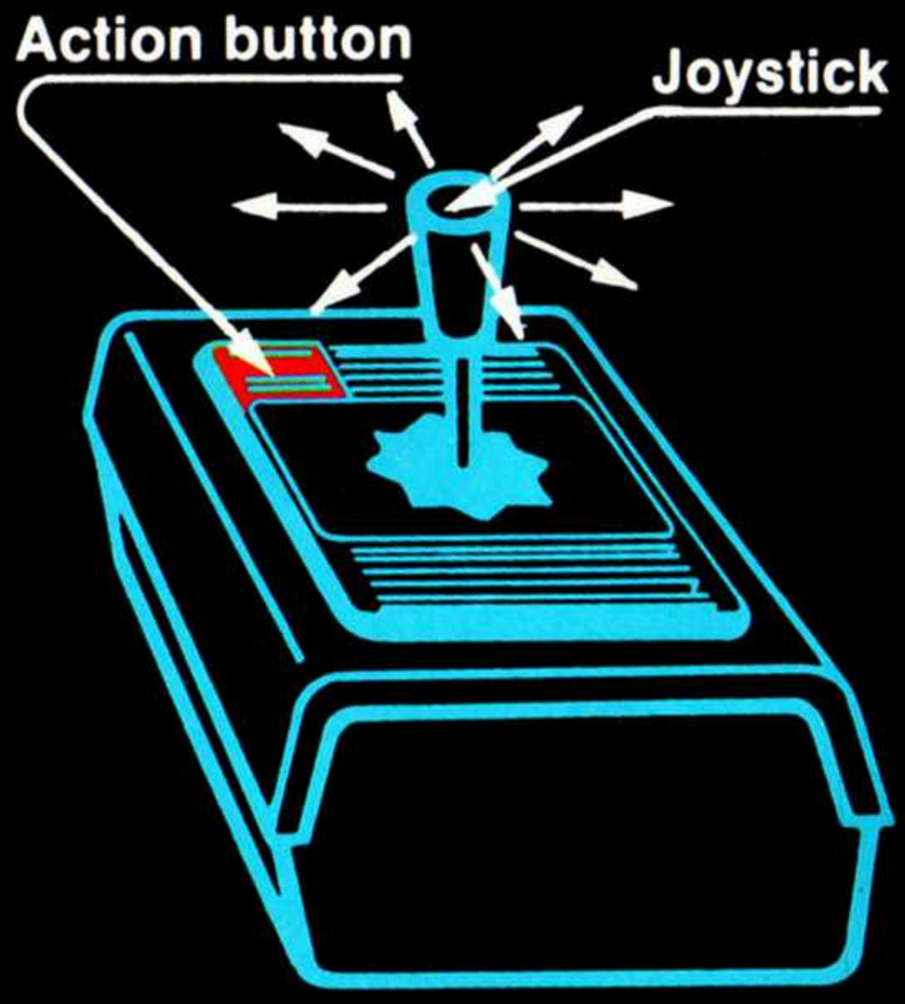
1 Press 1 on the alpha-numeric keyboard.

2 You have just attracted the attention of Spyrus the Death-less—Timelord of Chaos.

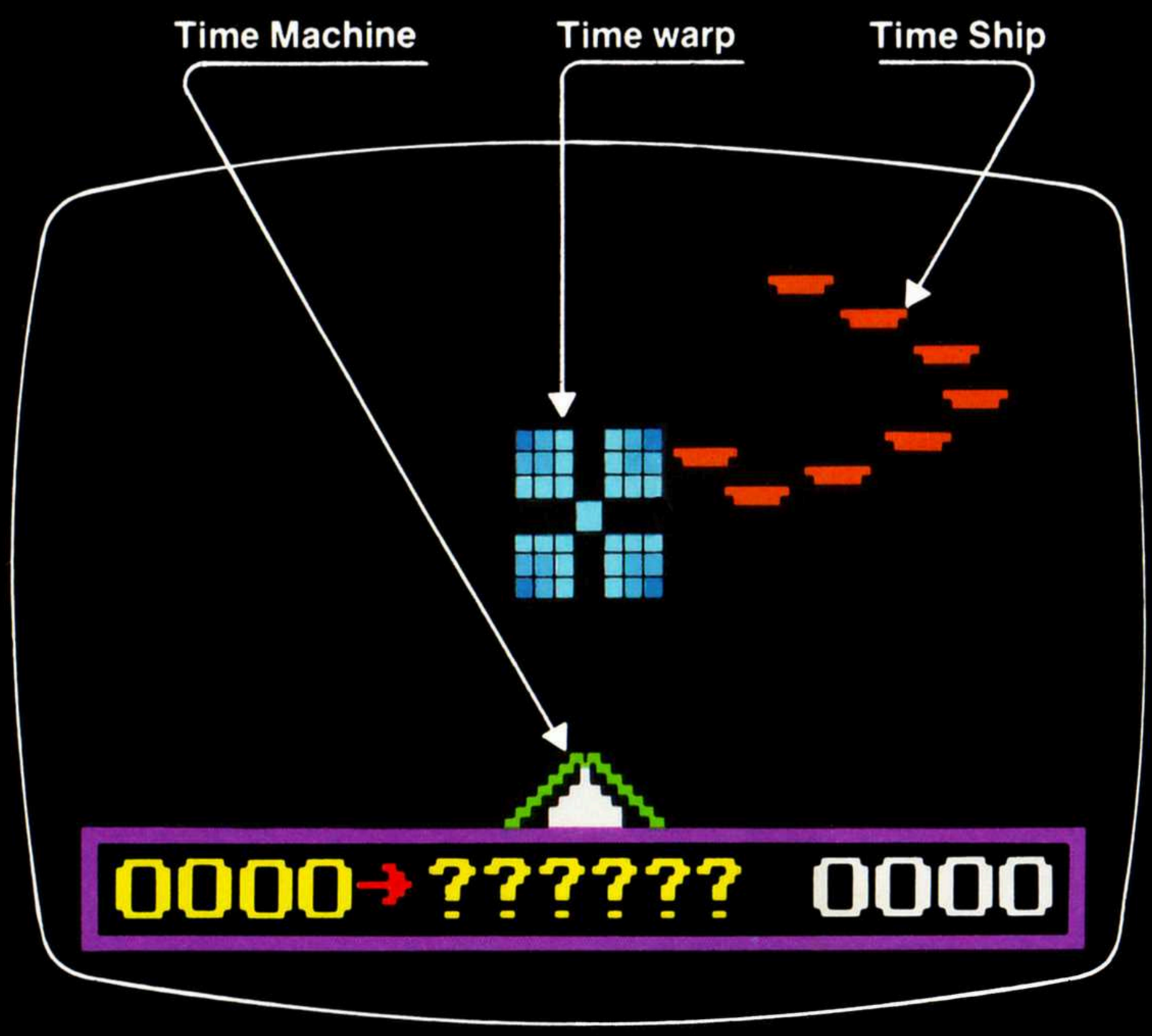
3 Your only defense is a laser cannon mounted on the leading edge of your Time Machine. Fortunately, you have an unlimited supply of laser energy. You'll need it.

4 Press the action button of the left hand control to fire your laser cannon.

5 Use the joystick of the left hand control to maneuver your Time Machine at the base of the screen. It will travel in the direction you move the joystick.

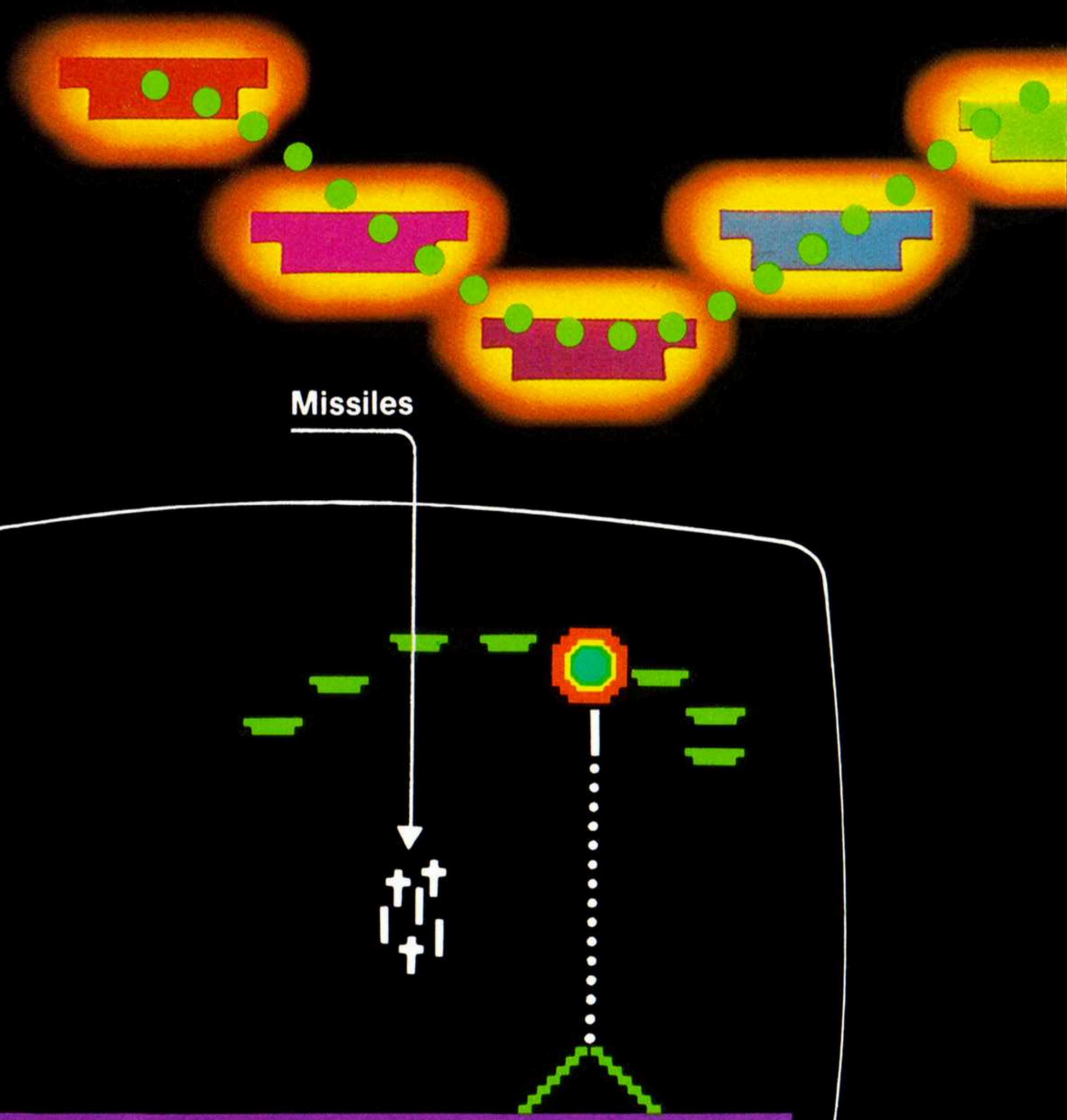


Hand control



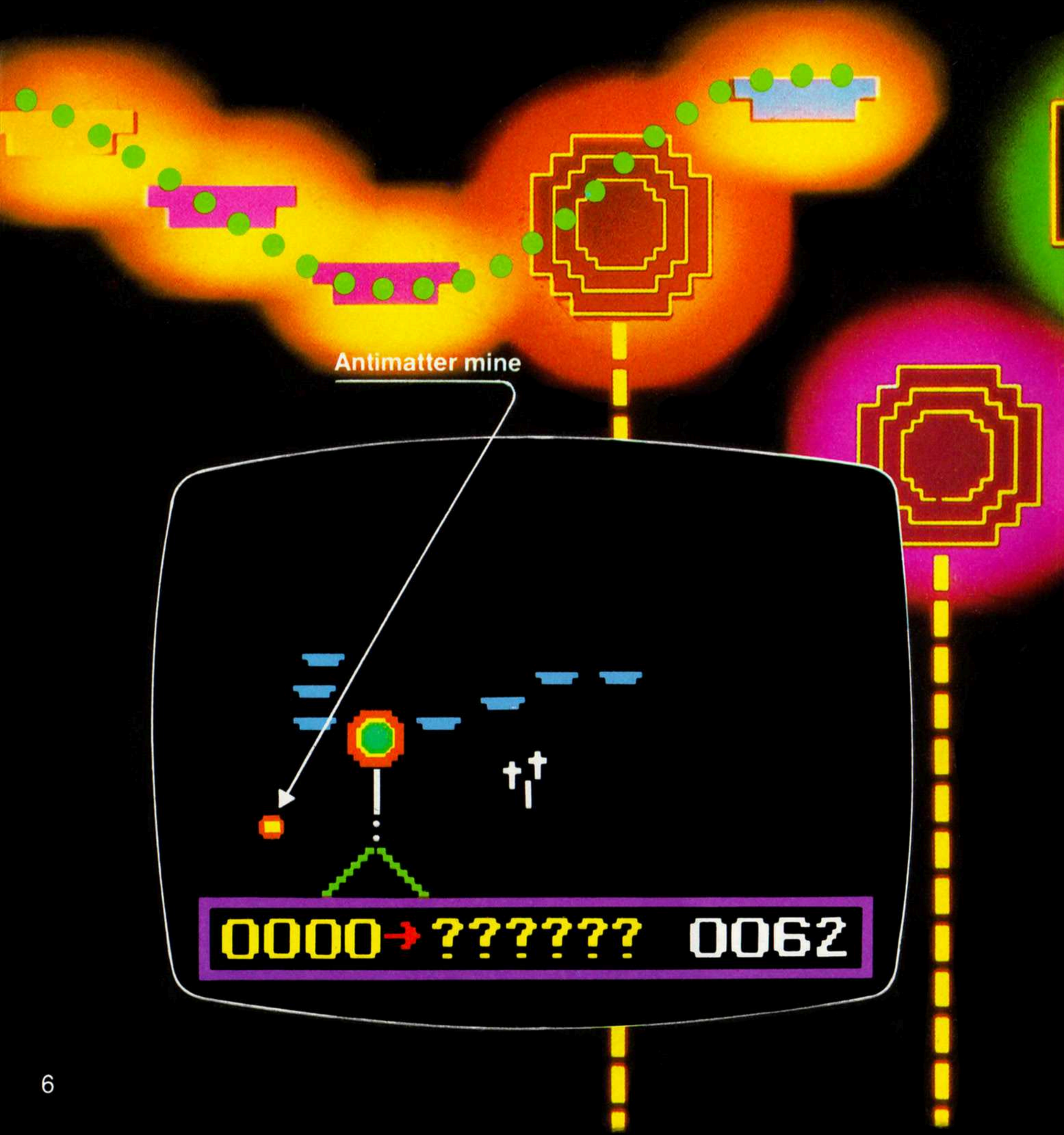
6 Level One

The Timelord's fleet of Time Ships will bombard you with missiles. You score points for each missile and Time Ship destroyed. If you destroy all of the Time Ships, the game will automatically proceed to Level Two.



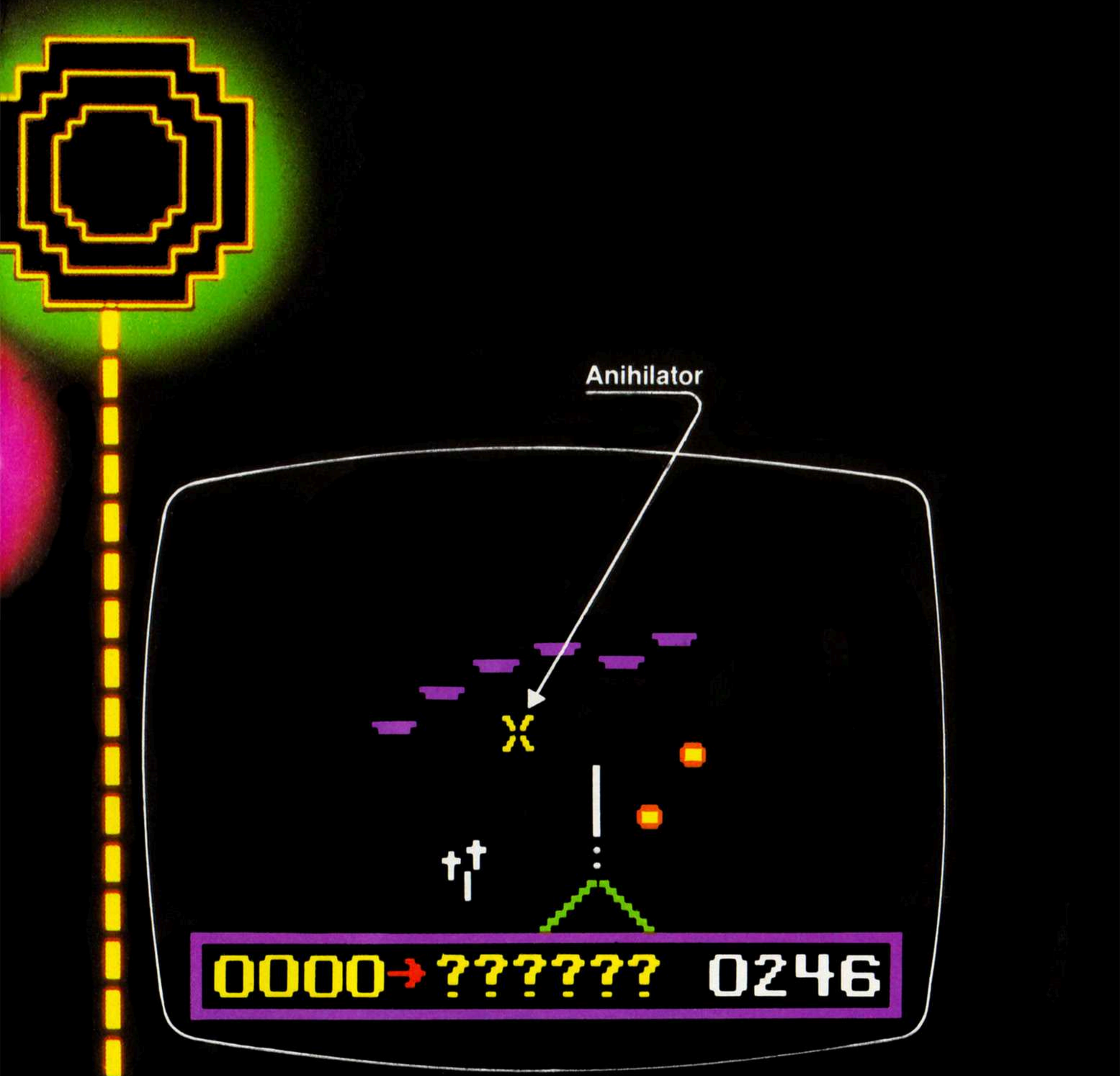
7 Level Two

The Timelord is beginning to take you seriously. The next fleet he sends through the warp is armed with missiles and antimatter mines. These are launched in various combinations. If you evade destruction and destroy the fleet, the game will progress to Level Three.



8 Level Three

The next fleet you encounter carries the much feared lethal anihilators in its arsenals. These weapons will home in on you and require swift evasive action. If you succeed in destroying this fleet, the game automatically progresses to Level Four.



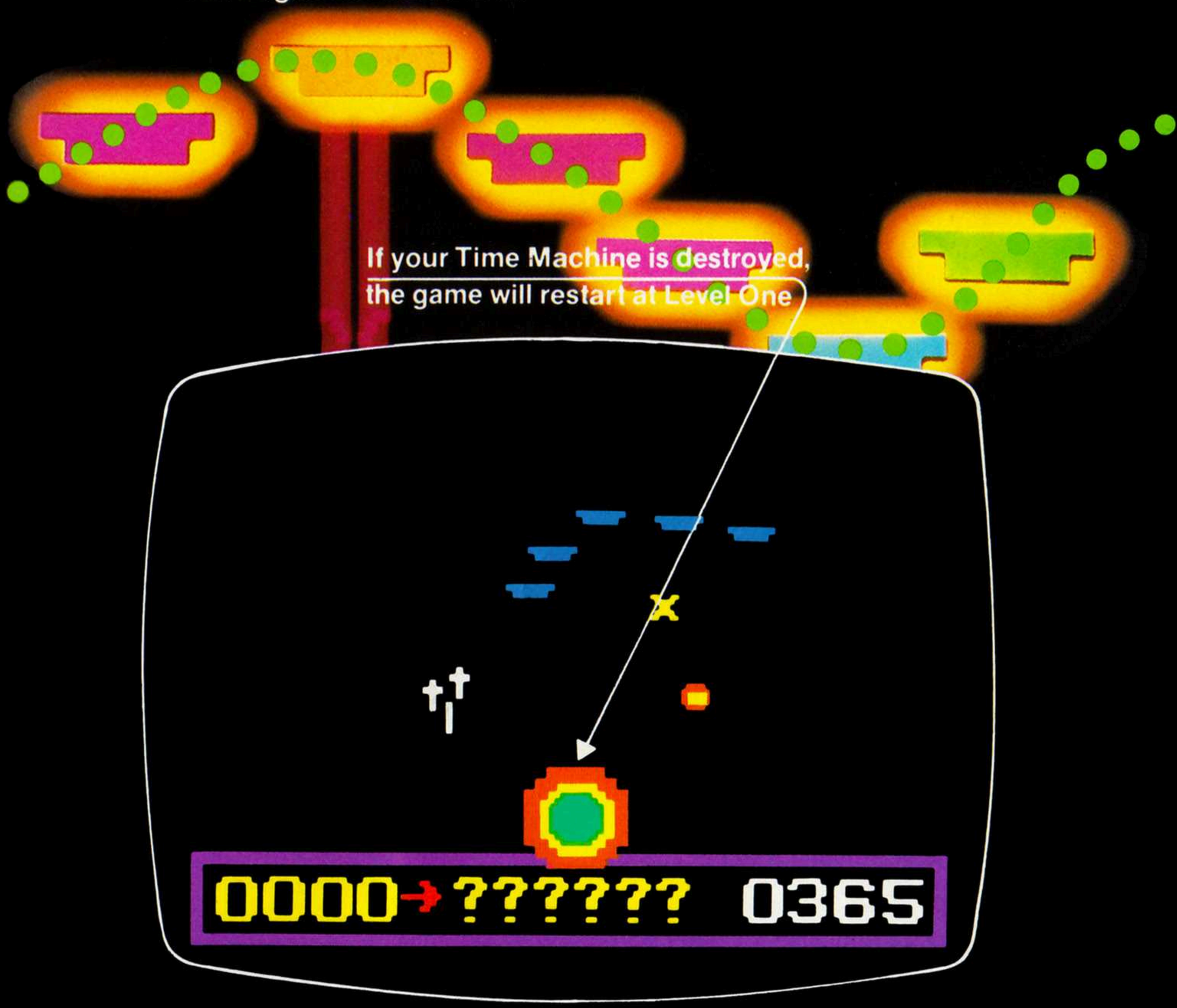
9 Level Four

You have now earned the Timelord's respect. This is a very mixed blessing. The next fleet has the legendary Nucleonic Time killers as part of its weapons systems. These destroyers are extremely lethal because they're piloted by expendable robots programmed to *anticipate* human reactions.

10 As you go through the entire 256 game levels you'll face increasingly faster Time Ships and gradually greater fire power.

11 The Timelord will deploy his weapons like a chess master deploys his pieces. There are literally millions of possible combinations of weapons, timing and placement. Your evasion of a weapon of one kind can put you right in the path of another.

12 Your Time Machine will disintegrate on contact with any of the Timelord's weapons. The game will automatically start again at Level One.

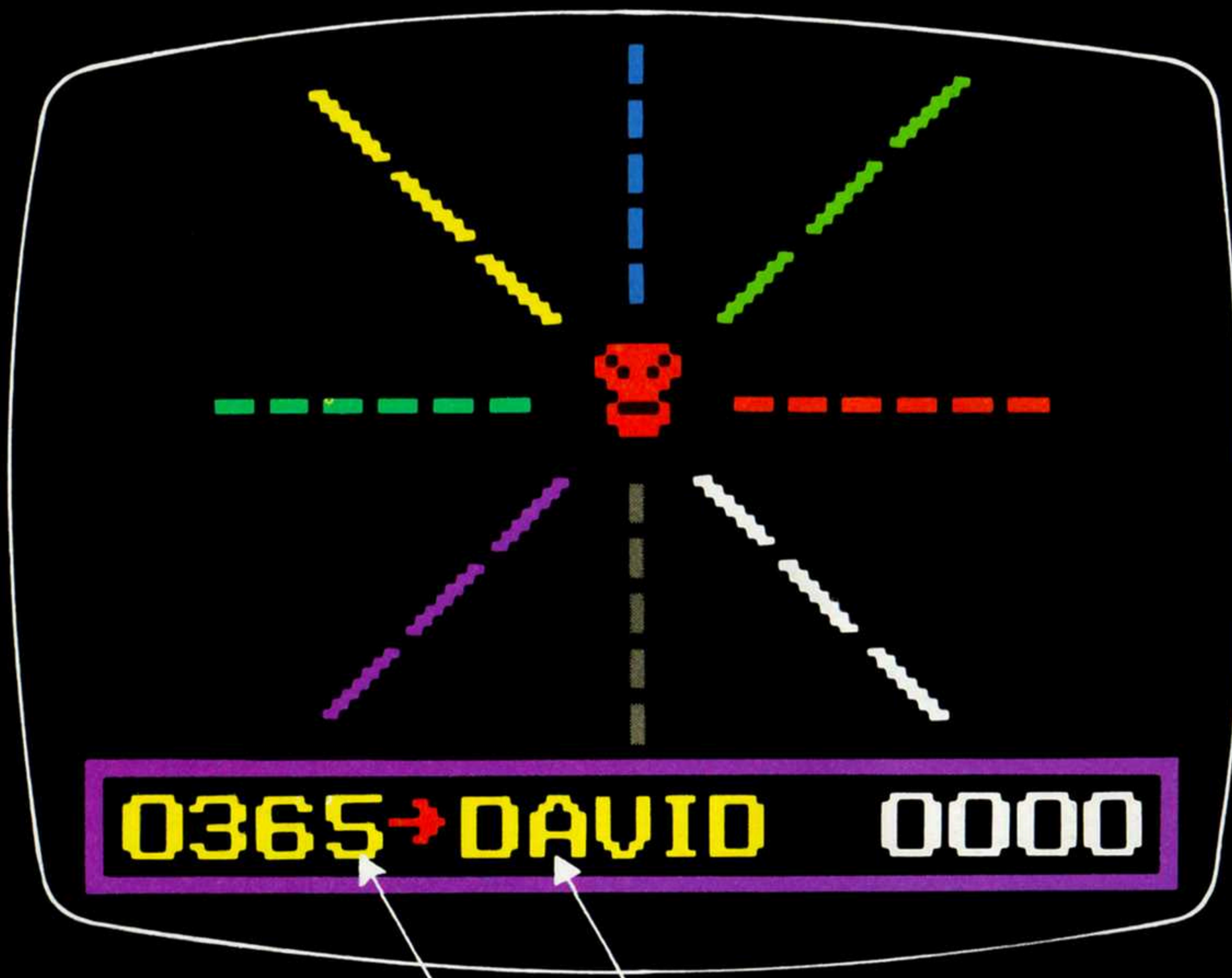


13 Scoring:

MISSILES	2 POINTS
ANTIMATTER MINES	4 POINTS
TIME SHIPS	5 POINTS
ANIHILATORS	8 POINTS
TIME KILLERS	16 POINTS

14 The score of each game is displayed at the lower right corner of the screen.

15 The highest score in a series of games is shown at the lower left corner of the screen. Six question marks request the name of the high scoring player. Enter any name up to six letters through the keyboard. If the name is shorter than six letters, press the space bar to erase the remaining question marks. The score and high player's name will remain on the screen until a higher score is achieved in succeeding games.



16 To start a new scoring cycle, press RESET and then 1.

17 If you press 0 (zero), the Timelord's transmission frequency will be jammed. He will not reappear each time you destroy a fleet of his Time Ships.